SONIC CHAOS: HOW TO BEAT ROBOTNIK AND THE BOSSES!

No.2 £1.35

Sonic THE POSTER MAG

GIANT
DOCTOR ROBOTNIK ACTION POSTER!

FROM THE MAKERS OF Sonic the comic

9 771351 969001 12

EVIL DEEDS, FOUL PLAY AND...

DOCTOR ROBOTNIK!

HELP SONIC AND TAILS DEFEAT THEIR OLD ENEMY!

Doctor Ivo Robotnik, evil egomaniac and diabolical dictator of Mobius, is up to his decidedly dodgy and deviously despicable deeds once again.

As usual, this thoroughly rotten egg only has one thing on his mind - ridding the planet of a certain awesomely cool, blue, super-fast hedgehog by the name of Sonic. Naturally enough, as readers of *Sonic The Comic* know, Sonic and his fellow freedom fighters manage to run rings round Doctor Robotnik and scupper most of his evil schemes.

In this issue of *Sonic The Poster Mag* we spotlight the villainous Doctor Robotnik and his role in one of the newest Sonic games, *Sonic Chaos* on the Sega Master System and Game Gear.

Sonic Playmaster TONY TAKOUSHI gives you the secrets of how to beat the end-of-level bosses in *Sonic Chaos*, grab back the Chaos Emeralds in the Special Stages and ultimately, how to help Sonic defeat Doctor Robotnik - yet again!

Game on!

Plays On: Master System, Master System II and Mega Drive/Genesis With Master System Power Base Converter

SONIC CHAOS
BOSSES AND SPECIAL STAGES SOLUTION

In **Sonic Chaos** your task is a simple one - help Sonic and Tails get back the six Chaos Emeralds stolen by, you guessed it, Doctor Robotnik!

Sonic fans will be pleased to hear that the new game has been produced in the 'classic Sonic tradition' of multi-faceted gameplay and brain-taxing puzzles. There are the six main Zones to complete, each with sub-stages and end-of-level bosses to pass.

To extend the gameplay further, when you have collected 100 rings in any of the first two sub-stages, or Acts, of a Zone a warp beams you to a Special Stage where you get a chance to get back the Chaos Emeralds.

Each stage has its own special touches and you'll find they are varied in gameplay, difficulty and style. You have to learn a new skill to crack each round.

It is possible to complete **Sonic Chaos** without recovering the Emeralds but then you miss out on a truly great end sequence. To see this, there's no shortcut. You have to successfully complete all five Special Stages and beat Doctor Robotnik in the end zone for the final Emerald.

So here is your guide to all the best moves and strategies needed to trash those bosses, recover the Chaos Emeralds and beat Robotnik out ot sight!

TURQUOISE HILL ZONE

Stay calm - this one's easy!

BOSS 1

Head right and collect the rings just above you. Follow the path down to the lower right and you will find a Red Spring that can push you up. If you ignore the Red Spring and continue right you will come to three vertical ledges you have to leap over. Do that and you miss the ring bonus above you. So hit the Red Spring!

If you go up and push slightly right you will find a ledge, continue right and jump over the spikes that pop up out of the ground.

Keep going right until you come to the edge of the platform and you will see a Mobius strip.

Use your Dash Attack to get speed up then release the D-button to zoom across it. As soon as you get to the other side of the Strip push hard left to stop yourself. Slowly walk right to the edge and gently jump over the Red Spring there and land down below.

You will find a TV containing 10 rings. Break the TV to get them and you will find a Red Spring hidden underneath that will boost you up to the right. You can continue right from here to face Robotnik.

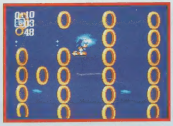
Keep going right until the screen stops scrolling. You will see an evil bug-type boss appear from the right of the screen. Keep calm - this one is so easy!

Run to the far left of the screen, turn and face the bug and push Down and Button 2 to do a Dash Attack on it. You will hit it face on and bounce straight back, now quickly do the move again. It will be moving slowly towards you and when it gets too close jump over it and go to the far right corner and repeat.

After hitting it eight times it will explode and Sonic runs off to the right and you get your ring and speed bonus for the end of the stage!

Hit it eight times and it's bug history!

SPECIAL STAGE: CHAOS EMERALD 1



Huge rings and plenty of them. But don't waste time...

If there was ever a red herring in a Sonic game this is it! You start off standing on a TV containing rocket shoes. Break the TV as soon as you can and then ride the rocket shoes to the right.

You will soon see rings galore, they will be ordinary rings and extra large rings. Your rocket shoes have real slow acceleration and deceleration so if you want to max out your ring count and lives then you have to get a feel for their speed.

You can of course play for rings and extra lives on this round if you want and leave it until a higher level to go for the Chaos Emerald. But, of course, your chances of collecting all the Emeralds and seeing the real ending are reduced accordingly.

The trick to completing this Bonus round successfully is very simple. Sit yourself just below the middle of the screen and make sure you do not drift up or down. Collect rings that are around you but always return to just below the centre of the screen.

The Emerald can be found at the very far right so do not be tempted to backtrack and collect rings just keep riding the rocket shoes to the right.

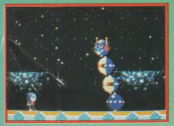
The Emerald is situated in the middle of a circle of rings and you have to be aligned just right to touch it. Time can be against you so make sure you are in that mid-screen position in the last 20 seconds ready to collect the Emerald.

You are awarded a time and Emerald bonus on successfully completing the stage.

...the first Chaos Emerald has to be found.

GIGALOPOLIS ZONE

BOSS 2



Monster snake on the loose!

This boss stage is rather deceiving. It looks pretty sparse and quiet - but the storm lies ahead!

Go right and drop down a step to the Red Spring below you. Use it to propel yourself up a steep wall to your right. At the top you will see a loop to your right. Use a Dash Attack to get around the loop and collect the rings as you go.

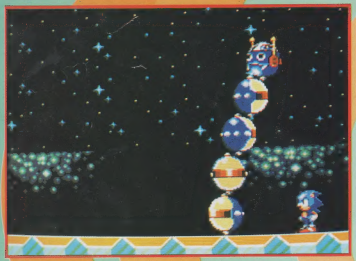
You will drop through the bottom of the loop into a section below. There will be a Red Spring which you should take to get yourself to the right and up four steps to the highest ledge. You will see a horizontally moving ledge to your left. Leap carefully to the left and onto it. It will carry you left to the loop you went through. As you near it leap high and upper left. You will land on top of the loop but you will only be able to see your feet.

Slowly walk left and you will stop around half way across the loop, you will have a TV in front of you which holds an Invincibility.

Break the TV and then stop and use a Dash Attack to quickly go right and down to the tunnels. Run through one and you will face another fiendish boss from Robotnik's arsenal.

When you land go to the far left and stand there. You will see a swaggering snake emerge to your right and wobble its way upwards.

Go for the head, but watch out for the body sections.



As it does so leap and hit its head. If you hit its body you bounce off. Segments of the snake's body will break away and home in on you.

There is a very easy technique to beat the snake. Just go to the far left corner and wait for the snake to release a part of its body at you. As soon as the segment gets within a couple of inches leap *straight* up and then over the segment, then quickly follow on with an attack to its head. Go back to the far left corner and repeat.

The real danger area is if you should be attacking the head and it releases a segment of its body upwards. So make sure you attack as quickly as possible *after* you have leapt over a body segment.

You will soon get a feel for leaping over the snake's body and then quickly attacking its head and the rest will be history!

SPECIAL STAGE: CHAOS EMERALD 2

Collecting the second Chaos Emerald needs a whole new set of skills from the first.

You have to climb ever upwards and there are two possible routes you can take. As you enter the stage you will see a ledge to your right, ignore it and run right to the next ledge. You will see a Pogo Pad on it. Leap up and land on the Pogo Pad, then use it to leap up to the right and at the top of the bounce of the Pogo Pad leap up and to the right to land on another ledge.

You will find another Pogo Pad and again use this to leap up and this time to the left. Keep using the Pogo Pads to go up and to the right and left. You will find a TV with a clock timer use you Pogo Pad to land on it then leap back down to the right.

If you had continued to the upper left you would start finding hunky rings to collect but do not get too distracted as time is always against you.

If you misjudge your leaps and fall down try to land on the nearest ledge and work your way back up as quickly as possible.

After jumping back to the right on your Pogo Pad from the TV with time, leap high and to the right to land on a ledge with a Pogo Pad. Keep going up and you will see a ledge without a Pogo Pad to your upper right. Do not panic! This is a sneaky final touch to throw you, just use the Pogo Pad you are on to land on the ledge, and jump again to your left to an L-shaped alcove to find the Chaos Emerald. If you had leaped off the Pogo Pad onto the ledge you would not have been able to jump high enough to reach the L-shaped alcove.

Sneaky, huh?

If you had gone left at the TV you would have got more rings but it would have been impossible to collect the Emerald as it would have been closed off to your right and time would be against you.

Negotiate the ledges - there's more than one route.

Finding the Emerald: stay on the Pogo Pad!

SLEEPING EGG ZONE →

BOSS 3

This must rate as one of the most unusual boss stages on any Sonic game to date!

The path to Robotnik is not too long or twisted *but* there are a lot of goodies to collect and an Extra Life as this boss is a real tough nut to crack!

There are two basic paths and you can mix and match them to optimise your ring collection and get an Extra Life and Invincibility.

On starting the stage leap over the Pogo Pad to your right and collect the rings immediately after it. Then go back to your left and jump on the Pogo Pad. Go right and you will see a platform high above you to the right. When the pad is at its highest point leap off and land on the ledge to your upper right.

You will land in a small enclosed area. You could Dash Attack through a wall to your right, but do not, instead leap up to the ledge directly above you.

Then go up a slight diagonal hill to a long ledge, run right to the end of the ledge and you will see a Red Spring. Leap on it and push right.

You will land on a ledge to your upper right, continue right to a bumper and touch it to be propelled through two rows of rings, then a row of four TVs with rings, then another two rows of rings. You will find yourself on the edge of a slight diagonal going down with a Red Spring mounted on the edge of the ledge.

Do not touch the spring. Leap lightly over it and land below. Head back to the left and down a slight hill. At the bottom you will see a horizontal row of rings. *Do not* touch them yet!

Go to the far left side of the row of rings and slowly collect them. The last ring to the right is above a breakable block. As you collect it and drop to the ground the two blocks below you will disappear and you will fall down. Do not touch the pad as you drop, just fall straight down.

You will land on a TV with an Invincibility, then as soon as you have it go quickly to the left across some spikes and drop down to another ledge. Slowly go to the far left of it and you will see a TV with an Extra Life. Get it and quickly go right and a hidden Red Spring will launch you back up to the spikes above you and go right and leap up to another ledge.

You will see a bumper there, touch it to be propelled up a very steep vertical and you will land on a ledge.

When you land go right and down a diagonal and prepare for *The Big One!*

There is almost no set pattern to beat this boss as he jumps and fires in a slight homing pattern to your position.

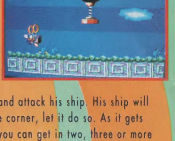
This Robotnik creation fires three bursts at Sonic.

Robotnik will enter from the top right and drop straight down to ground level. As he does so go to the far left corner and wait. He will start bouncing towards you firing three bullets at a time, you have to avoid these bullets and ram his ship.

Time your leap carefully and only jump *after* he has fired the last of his three bullet spurts.

Another technique you could use is to go to the far right corner as soon as you enter the boss screen and as soon as Robotnik hits the ground leap and attack his ship. His ship will then start moving left to trap you in the corner, let it do so. As it gets closer to you and you are attacking it you can get in two, three or more hits at such close range. Of course you will be stomped and lose rings but time it carefully and you can get out with a ring and keep attacking after each three bullet spurt.

Stay out the way - or else!



If you find the above a little too tough then try this technique but you have to learn some tight timing. He will leap up off the screen after awhile then drop down either near or on you, when he goes up run to around three inches from the far right side of the screen. He will home in on you and just *before* he drops down from overhead run to the right edge of the screen and repeat your Spin Attack move to his upper body as he homes in on your position.

Always remember to get the Extra Life on this stage and you can keep practising until you can beat this boss.

Hang in there and you will be able to crack this rather hard nut!

SPECIAL STAGE: CHAOS EMERALD 3 →

This is probably the easiest Chaos Emerald to collect. Especially if you know how!

This Bonus round has you whizzing around sets of tubes with TVs blocking the entrance. The TVs hold Invincibilities but these are really red herrings as there are no real dangers in this stage.

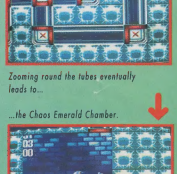
The TVs have the effect of blocking the tubes you have to get into and thus they are actually a hindrance not a help!

As soon as you appear run right and leap onto the TV and let go of the buttons, let yourself be drawn into the tube and run its course.

You will come out to another chamber almost identical to the last with a TV with Invincibility blocking a tube entrance. Do not touch the buttons or pad as you will land on the TV, break it and automatically go into the tube.

This will happen another three times, and you will then see the Green Emerald through a wall in a chamber to your right as you go up through a tube.

Keep calm! As you get to the top and head left you will see that a crossroads connection ahead that goes up. You have to press HARD up to go up and you will be taken to the right into the chamber with the Green Chaos Emerald.



Zooming round the tubes eventually leads to...

...the Chaos Emerald Chamber.

MECHA GREEN HILL ZONE

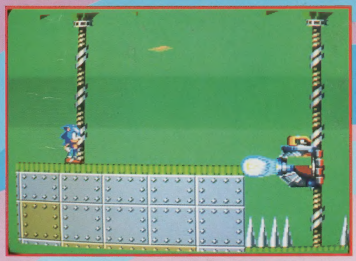
BOSS 4

This is rather a mean boss stage as you can take one of two paths and the second path is fraught with danger and has no real reward!

On starting the stage head right and you will come to a slip belt, make sure you are running at full speed when you reach it or you will fall through it. Below four platforms are staggered and you may hop right from one to another until you come to a ledge at the right bottom side. You can go through a tunnel here to a Red Spring that pushes you up.

If you did not fall through the belt and ran across to a ledge to your right you would find some rings as you continued right on this ledge. At the bottom of a hill there is a Red Spring that will push you right across another belt, there are rings above the belt that can be collected as you bounce across it.

If you fall through the belt there is a ledge below you with more rings to collect, with a Red Spring to push you back up at the far right side. Be careful as the ledge below has a gap at the far left side and there are collapsing blocks connecting up the lower ledge with *nothing* below them as they fall away!



A boss on a stick! Dodge his blasts.

As you go right and enter the boss chamber you will see a recessed pit and the boss will drop down from above. His ship will fire single and multi-bullets at you. These are hard to avoid but help is at hand!

This boss is actually one of the easiest bosses to beat. All you have to do is as soon as he drops down from the top of the screen is take a running leap at him and make sure you land *directly on top of him*.Tap the pad to make sure you will not roll left or right off him.

Don't touch any buttons, just watch. You will keep bouncing directly over him as he moves up and down the pole behind him.

After eight hits on his head he explodes and you have to leap out of the pit you complete the stage.

Hit him on the head and he's toast!

Game Gear version only: Jump on top of him and keep pushing hard upper right. You will bounce high and upper right off him. You have to hit his head to take him out and as long as you keep pushing upper right you will stay above his bullets and keep landing on him. You will eventually destroy him quite easily after about eight hits.

SPECIAL STAGE: CHAOS EMERALD 4

Precision jumping is the key to this Emerald.

Use Dash Attacks to blast through walls.

You will have to go like greased lightning to get through this one!

There are, however, serious hoards of goodies around to collect. A row of TVs, for example, containing a total of 100 rings and another TV with extra time.

But forget all that, there are some really tricky combos to learn with dead ends to avoid, racks of Red Springs that require precision jumping and a really tough Chaos Emerald to reach at the end!

If you want the no-frills option that by-passes all the extras then as soon as you appear go right and leap up off the spring and push hard right to go into the alcove above you.

Break the TV that holds Rocket Shoes then go left, drop down and push hard right and go up as far as you can. When the Rocket Shoes fall away you will land on a ramp and go down a lower right diagonal. As you hit the bottom push Down to spin Sonic and ram the solid wall in front of you.

You will go through a chamber and drop down slightly. As soon as you stop, push Down and do a Dash Attack into the wall to your right. You will go right and drop down again. Do another Dash Attack and you will go through a wall to your right and roll up a diagonal path.

At the top you will see a ledge to your left and right. You cannot jump to the upper right ledge as it is too high, instead jump upper left to the ledge and leap right to the ledge you could not reach from below.

Go right and as you reach the end of the ledge you will see a Red Spring, below you are Red Springs and TVs with rings. Ignore them and leap off the spring on the edge of the ledge, this takes you upper right to another ledge.

Keep going right until you come to a TV with Rocket Shoes, get them and go as high as you can pushing hard right.

As the shoes fall away and you drop to the ground you will see another TV to your left with Rocket Shoes, go back and get them.

Push hard right and go as high as you can. As the Shoes fall away you will come to a ledge with the Grey Chaos Emerald on it.

AQUA PLANET ZONE

BOSS 5

The Bouncing Eggheads. Use Invincibility or Dash Attacks to scramble them.

Aqua Planet can be tricky so take nothing for granted. There is little in the way of real help in this stage except for a Invincibility TV which has a limited usefulness and a 10-ring TV.

On starting the stage head right and down a slope collecting rings as you go.

At the bottom there is a series of Red Springs, take them to the right. Stop yourself at the end of the first corridor and get the TV with rings. Then leap onto the Red Spring above you and as it pushes you left to a spring on the wall you then hit the overhead spring that pushes you into a block below you. The block breaks and falls away under you.

As it does so, you fly up and you must push hard upper right to go through a hidden exit in the wall. This takes you through the wall and you will drop down into a pit. A hidden Red Spring will push you up and push right to land on a ledge.

Go right and you will see a TV with Invincibility. Get it then use a Dash Attack to go right and drop off into a chamber and prepare for battle!

As soon as you land go to the far right corner and you will see bouncing eggheads enter from the right. Just run into them while you are invincible, when it wears off just use a Dash Attack to wipe them out easily.

Doctor Robotnik's egg-shaped boss then appears from the top centre of the screen and drops down to ground level. Make sure you are in the far right corner at this point.

He will start bouncing towards you firing bullets. Just jump up and land on his head and bounce off to the right side. He will home in on you and as he does use the same technique as the last boss. Make sure you land on its head and do not touch the pad or buttons and he will jump up and down in the far right corner with you on top of him. After 11 hits he will explode and go up the screen. Make sure you push left and land on the ground as he rises up.

The main boss - a tough nut to crack.

The top half of the shell will disappear to reveal that the bottom half is a rocket launcher!

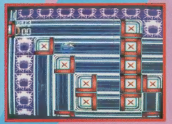
It will release missiles that go up off the screen and then drop down homing in on you.

Stay cool!

To beat him you have to hit the half-shell once more. Be patient, it will only drop down when it is about to release more missiles, so take your chance when it comes!

After you have rammed it, it explodes and you get your end of stage bonus.

SPECIAL STAGE: CHAOS EMERALD 5



Run the tunnels and tubes.

Dry those sweaty palms and calm down. Finding the final Chaos Emerald will require nerves of steel as you zoom around tunnels galore!

The only real help you get on this stage are TVs with extra time and some rings in a chamber.

The final Chaos Emerald has a kicker. As you exit the tunnel and enter the chamber with the Purple Chaos Emerald you go straight into a Red Spring that knocks you back in to the tunnel you came from and you go back around again losing precious time.

The answer, of course is to hammer that jump button and push hard up on the pad to go over the spring onto the ledge where the Emerald is.

The only way to get through the tunnels is to make sure you are pushing the joypad in the correct direction before you get to each junction box (the ones with a red rim, white centre and red cross in them) or you may well go whizzing past the turn you wanted.

The exact moves that will take you straight to the Purple Chaos Emerald are as follows.

Go right into the tunnel and let it carry you to the far right. You will then go straight up, take the second exit to your left by pushing hard left ***before*** *you get to the second junction box as you go up. As soon as you enter the left exit immediately press down to go into a tube below you.*

Now all you have to do is sit back and watch Sonic zoom around a series of tunnels. As soon as you see the chamber coming from the left press up and hit a button to avoid hitting the Red Spring and going back into the tube.

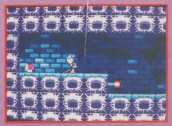
You can then leap across and get the final Emerald at your leisure!

Take a deep breath and if you have done it then congratulate yourself as this has to be one of the toughest game combo's I have ever played!!

If you have illusions about how hard this stage would be then try playing it without the guide!

Now play all the way through and beat Robotnik for that a brilliant end sequence. It's really worth the wait, not to mention those sweaty palms and nervous twitches.

Finding the Emerald is not, repeat not easy!



ELECTRIC EGG ZONE

BOSS 6 - DOCTOR ROBOTNIK!

The Sonic team decided to really make you sweat for this last encounter with Old Egg-Breath himself.

Go right and you will see a mine cart on a slope. Jump into it and push hard upper right, do not touch any buttons yet!

As you go down the slope watch very carefully and you will see the end of slope come into view. As you near it leap upper right. You may mistime it and if you do then land on the platform in mid-air and leap right onto a ledge. Keep going right and leap onto a platform that takes you up. Leap off to the right and go right into Robotnik's lair.

If you make the jump correctly you will be sucked up into a tube above you. This will take you up then right and you will land in a chamber with four TVs each holding ten rings. Get the rings then use the right exit to get out.

This takes you out and drops you onto a platform. Let the platform rise up and jump off right onto the first ledge you see. This leads in Robotnik's lair.

Robotnik will enter from the far right on his mechanical walker.

You have to hit him 16 times to beat him. He will fire both horizontal and diagonal bullets at you.

You will be tempted to jump on him and keep bouncing on his head, but be patient the bullets he fires have a nasty knack of being on the same line as you!

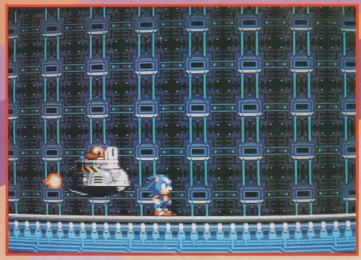
When they are close jump off and wait for your moment to leap on him again. Try to keep your bounces as low as possible on him, that way you get more hits in quicker.

After hitting him 16 times he flies off to the right and you can walk right. You then see him above you in his special flying car. He will fly off to the left then zoom back in attacking you.

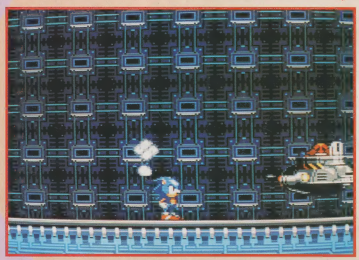
You have to ram him a couple more times to beat him. Go to the right side of the screen and when he enters from the left, leap and land on him, *do not* ram his ship as you will lose a life!

He will eventually explode and you can run right after him. You then get to see Robotnik waiting for you. As you get closer he runs off to the right and you can follow him. He then leaps onto his floating pad at the far right and floats up off the screen.

You then get a little end sequence that varies whether you have got all the Emeralds.



Robotnik has some nasty surprises in store for Sonic.



However, he loses - as always!

And that's all you have to do!
Coming soon to STC's Q Zone, a complete solution to Sonic Chaos. Watch for it!

An STC Mega-Production
Editor: Richard Burton
Designer: Clare Gillmore
Cover: Richard Elson
Feature writer: Tony Takoushi
Managing Editor: Steve MacManus
Publisher: Chris Power

Sonic The Poster Mag No.2. Published by Fleetway Editions, 25-31 Tavistock Place, London WC1H 9SU. Sonic The Poster Mag must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Alloa Printing & Publishing Co., Alloa. Origination by Pre-Press Services Ltd., Leeds. Copyright © Fleetway Editions Ltd. 1993. Copyright © Sega Enterprises Limited, licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Distribution: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel. 0895 444055. ISSN 1351 9697.

Sonic the comic

High speed comic action with Sonic and the Sega Superstars EVERY FORTNIGHT! On sale everywhere.

£1.10

Sonic
THE
POSTER MAG
© SEGA ENTERPRISES LTD. 1991.